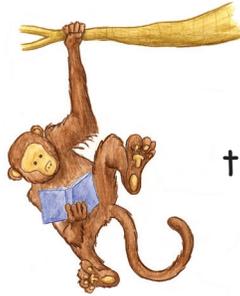




Reading Consonant Blends - Group 5

You're
reading
with...



the monkeys!

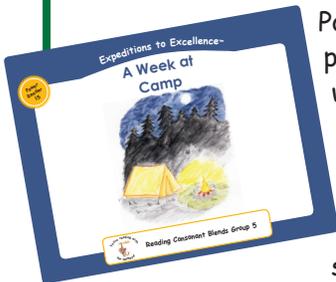
Getting Ready - A Broad View of the Landscape Before You Begin



As you and your reader continue to conquer the world of phonics, continue to review past concepts. The more your reader re-visits the basic rules of phonics, and the more our catchy phonics tunes become permanently imprinted in his or her memory, the more expert your reader's level of reading and spelling will ultimately be.

As you know, we have also incorporated many important "readiness" topics throughout our program. We have set all of these topics to music. Two of these topics are presented in this expedition. These topics are *the days of the week* and *the use of capital letters in words*.

Teach this expedition as you have taught other expeditions like it. Introduce the words in *The Reading Place* one list at a time, always helping, always praising for a job well done.



Power Reader 15 is called *A Week at Camp*. Your reader should begin reading it after all previous items are mastered. Funsheets can be completed simultaneously. Lastly, sing along with the *Days of the Week* song and the *Capital Letters* song, which are found on tracks 15 and 16. The lyrics to both songs have been printed on the next page. When reading the power readers, your safari mate should read them the first time for technical ability - the ability to read all of the words. Try reading them again a second, third or even fourth time for expression and a fluid, even tone. Tell your reader how wonderful it is to hear such great expression. Encourage him or her to read sentences, evenly, to the period at

the end of each sentence. Demonstrate reading a page at a time to your reader, before he or she gives it a try independently.

Taking a Closer Look - Sample Dialogue to Help Direct Your Course

Tour Guide: "We're going to read words that have some of the silent, consonant letters from the last expedition. I'm sure you'll be able to better understand how silent letters work, when you see them blended within a word."

Reader: "Is there a new book with this expedition?"

Tour Guide: "Yes, the power reader for this activity is called *A Week at Camp*. There are also two fun new songs to learn. We can sing them together. Would you like to get your sticker ready to put on your chart?"

Reader: "Yes! It'll be sticker number 37!"

Tour Guide: "Magnificent! What a reader! You're such a leader!"

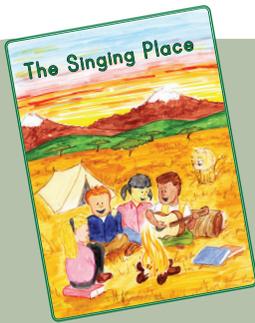


Monkeys
belong to a group
of animals called
primates.



Do you know when
capital letters are
used? Listen to the
song and find out.





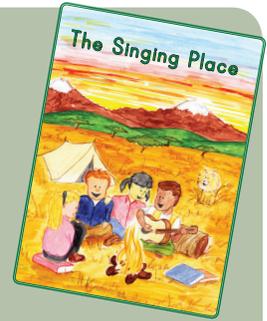
Capital Letters

Well, I'm a capital letter.
 I'm a capital letter.
 I'm a capital letter.
 Do you know where I go?
 I'm at the start of every sentence
 And the start of proper names!
 Capitalizing...well, that's my game!

I'm the great big letters you see,
 All the way from A through Z!
 I'm found on words like
 Titles of books and city streets,
 Months of the year and days of the week,
 And any proper name of a person, place or thing!

Well, I'm a capital letter.
 I'm a capital letter.
 I'm a capital letter.
 Now you know where I go!
 I'm at the start of every sentence
 And the start of proper names.
 Capitalizing...well, that's my game!

Days of the Week



A week is great;
 Seven long days,
 And no days are ever the same.
 And, did you know,
 As they come and go,
 Every day has a name.
 They go:
 Sunday,
 Monday,
 Tuesday,
 Wednesday,
 Thursday,
 Friday,
 Saturday.

(Again and again on the days of the week, only.)



More Fun... for Friends

Next Step... Imagination Station!

Close your eyes and go away in your mind to Imagination Station. Select a "destination" with your safari mate. What do you *hear*? What do you *smell*? What do you *see* all around you? Can you *feel* the breeze on your skin or the warmth from the sun on your face? Periodically, take five or ten minutes aside to exercise imagination skills. It will help to build the foundation needed down the road when your reader begins to write stories of his or her own.

What You'll Need to Pack for the Safari



You will need Flash Card Set 13 (to play Jump or Bump, in this folder), the *Days of the Week* song (track 15), the *Capital Letters* song (track 16), *The Reading Place* (pages 141-146), Power Reader 15 entitled, *A Week at Camp*.

Results to Achieve During Your Expedition

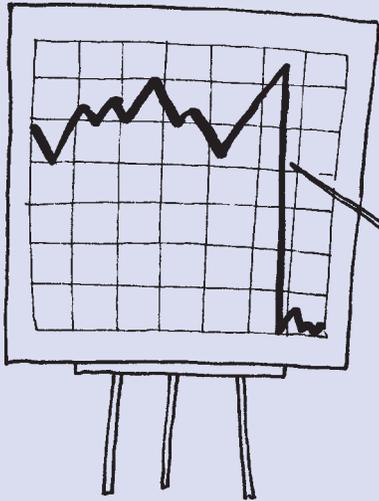


The reader will be able to correctly read all of the words beginning or ending with "thr", "ph", "wr", "kn", "gn", "lt", "lk" and "mp", shown in *The Reading Place*, and will read Power Reader 15, entitled *A Week at Camp*.

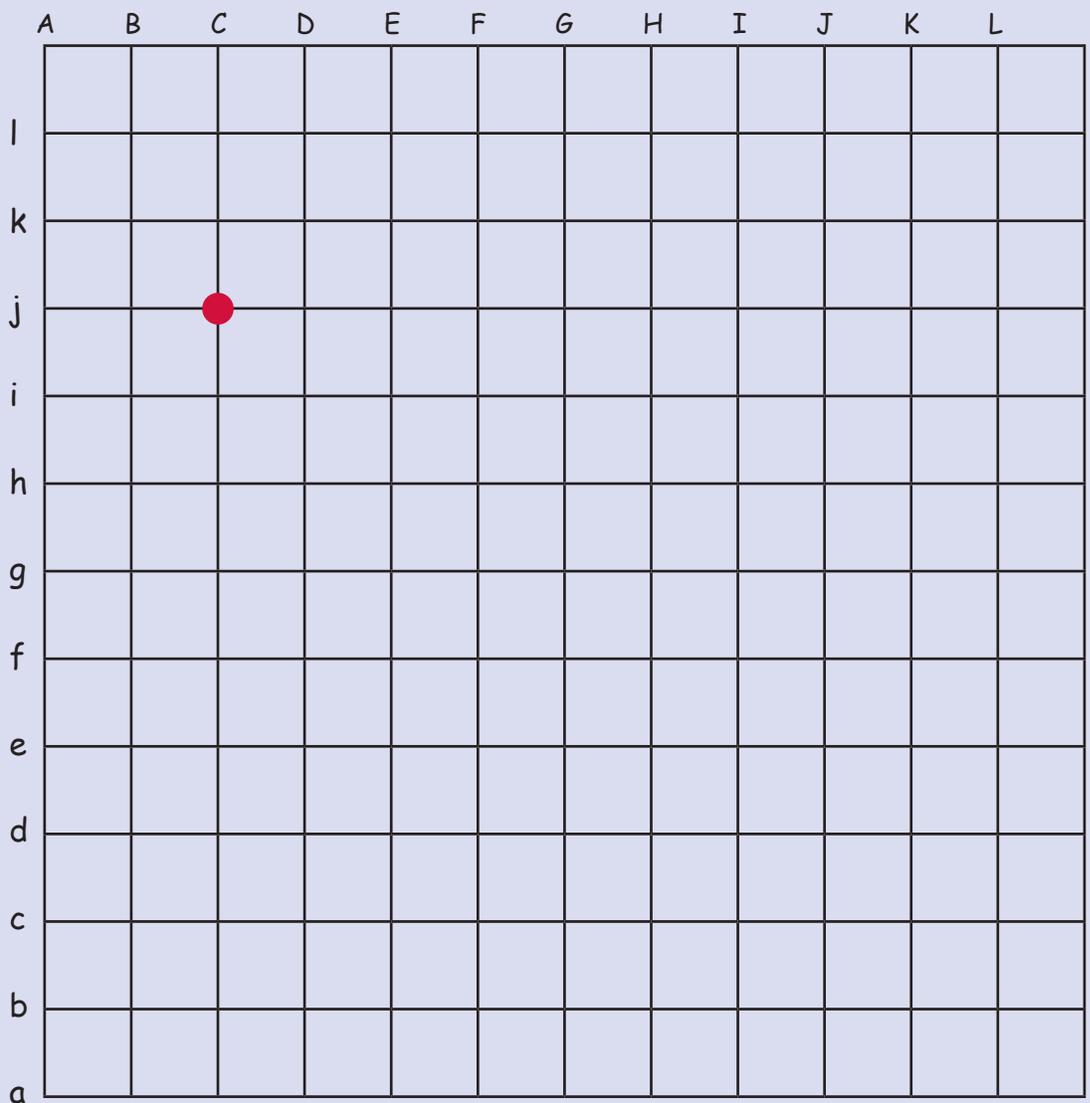
Jungle Journal

Accomplished with Excellence	Expedition Activities:
	Reader reads "thr" words correctly in <i>The Reading Place</i> , page 142
	Reader reads "ph" words correctly in <i>The Reading Place</i> , page 142
	Reader reads "wr" words correctly in <i>The Reading Place</i> , page 142
	Reader reads "kn" words correctly in <i>The Reading Place</i> , page 143
	Reader reads "gn" words correctly in <i>The Reading Place</i> , page 143
	Reader reads "lt" words correctly in <i>The Reading Place</i> , page 143
	Reader reads "lk" words correctly in <i>The Reading Place</i> , page 143
	Reader reads "mp" words correctly in <i>The Reading Place</i> , page 144
	Reader reads sight words for Power Reader 15 correctly in <i>The Reading Place</i> , page 145
	Reader "makes tracks" with practice sentences on page 146 <i>The Reading Place</i>
	When all items are mastered on this expedition, it is time to read Power Reader 15
	Reader reads Power Reader 15 entitled, <i>A Week at Camp</i>
	Completes the section entitled Conversation Station at the back of Power Reader 15
	Reader listens to <i>Days of the Week</i> song on track 15
	Reader listens to <i>Capital Letters</i> song on track 16
	Reader completes Funsheets (instructions to be read by Tour Guide)
	Reader draws a star on the Safari Success Trail, in space number 37 (check off Jungle Journal in the backpack to advance)

Graph it!



Do you know what a graph is? A graph is a way to record things on paper. Read each word at the bottom, and then graph the words as shown.



The first one has already been done for you, j-C.

write j-C
wren k-A
wrote h-B

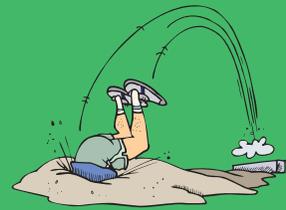
wrap i-D
jump g-F
lump c-I

lamp f-K
pump a-L
jolt e-E

wilt l-H
gnat c-J
knit d-G



Jump... or Bump!



"Jump or Bump!" is the "Reading Olympics" version of the long jump event. It reinforces the reader's knowledge of the consonant blends learned in Reading Expedition 37, particularly words ending in "mp". You and your reader will have fun as you travel the game board trying to narrowly escape the falls along the way. The game can be played with 2-4 players.

Find Flash Card Set 13. The cards are each numbered with a 1, 2 or 3. Shuffle the deck of cards and place them face down in a pile between the players.

Each player needs 3 game pieces. These can be buttons, pennies, colored paper cut-outs, paper clips or even macaroni pieces, but each player should have pieces that can be distinguished in some way from the pieces belonging to the other players. It does not matter who goes first in this game. Every player must work his or her way through the game board to the end.

The first player must draw a card and "jump on" to the game board moving the designated number of spaces indicated on the card drawn. The player reads the word on the space. If the sand pile (space) on which the player lands has a word ending in the consonant blend "mp", the player jumps ahead two spaces. If the word does not end in "mp", the player stays on the space, until the next turn, when he or she draws another card.

There are three spaces in the game that will bump the player's game piece out of the game. They are the pictures of the athlete buried in the sand, head first. If a player lands on one of these spaces, he or she loses that game piece.

All three of the player's game pieces may be played on the board at the same time. The player may decide which game piece he or she wishes to advance on the board, especially so as to avoid being bumped off the board.

The players advance their pieces until all pieces in play reach the end of the game. The player who moves the most pieces to the end, wins. If both players have the same amount of pieces at the end, then the player who has completed the game first, wins.



You Win!

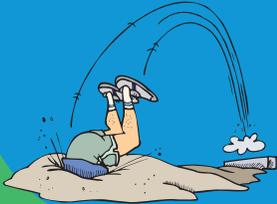


streak

wrench

knit

ramp



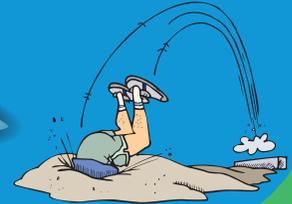
limp

wrote

tilt

wrist

Jump...



thrift

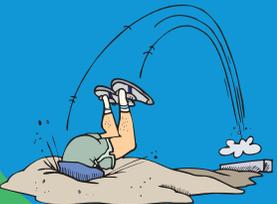
phone

blimp

colt



or Bump!



wrap

knot

belt

stamp

pump

silk

knee

champ

